

HIGH-FREQUENCY WORDS IN ‘CLASH OF CLANS’ CORPUS: A CONTENT ANALYSIS OF IN-GAME TEXT

Peter Hartanto

112014043

ABSTRACT

This paper describes a content analysis of in-game texts in ‘Clash of Clans’ (CoC) Game, an online mobile video game that was popularly played by some EFL learners in a rural area in Kendal, Indonesia. A phenomenon where some gamers could remember some English words which exist in the video game and the lack of studies about instructional video games’ content aroused a delight to study ‘CoC’ Game. The purposes of this study were to discover how many important vocabularies exist in the video game and to find out whether by playing ‘CoC’ Game, players can remember some English vocabularies. To list the population of texts in ‘CoC’ Game, a text census was done, and to find out whether playing ‘CoC’ Game can make the players remember English vocabulary, two participants were interviewed. A corpus gained from the census and different words from the interviews were analyzed using VP-Kids and VP-Classic, two web-based vocabulary analysis programs in www.lex tutor.ca. The findings related to the first research question showed that ‘CoC’ Game displayed more than 3,786 English words, and 82,91% of the tokens in it belonged to high-frequency words. With regard to the second research question, it was found that the participants could remember quite many English words from playing ‘CoC’ Game. In addition to word frequency, the words they remembered tend to belong to kids’ high-frequency words. Based on above findings, ‘CoC’ Game can be recommended for use as an instructional video game like video games used in some previous experimental studies.

Keywords: content analysis, vocabulary profile, high frequency words, video games, Clash of Clans Game